Bug not yet fixed on official release, nightly fixed but awkward colors

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by **Kaixa** » Tue Nov 09, 2021 4:28 pm

Kaixa
Junior Member

Posts: 1
Joined: Tue Nov 09, 2021 4:17 pm

The game I want to play has an audio bug on the 2.1.4 release, but seems to be fixed in the nightly, but the nightly VBA-M makes the game
a weird, duller color. Any advice?

Furthermore, according to the github, the issue in question is mentioned in #45 and should have been fixed in the 2.1.4 release.
Am i missing something here?

Re: Bug not yet fixed on official release, nightly fixed but awkward colors

by **Squall Leonhart** » Mon Nov 22, 2021 9:49 am

Squall Leonhart
Posting Freak

Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

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